

IN THE CLAIMS

1. (currently amended) An apparatus for generating entertainment data, comprising:

means for receiving terminal data from each of a plurality of entertainment terminal devices through a low-speed communication line; ~~and~~

means for generating entertainment data including data necessary for each of the plurality of entertainment terminal devices to execute a predetermined entertainment process on the basis of the terminal data received from the plurality of entertainment terminal devices; and

means for transmitting the entertainment data to a data delivery machine, the machine delivering the same entertainment data to each of the plurality of entertainment terminal devices at the same time through a broadband broadcast communication line.

2. (Cancelled)

3. (currently amended) An apparatus for generating entertainment data, comprising:

a unit operable to receive terminal data from each of a plurality of entertainment terminal devices through a low-speed communication line; ~~and~~

a unit operable to generate entertainment data including data necessary for each of the plurality of entertainment terminal devices to execute a predetermined entertainment process on the basis of the terminal data received from the plurality of entertainment terminal devices; and

a unit operable to transmit the entertainment data to a data delivery machine, the machine delivering the same entertainment data to each of the plurality of entertainment terminal devices at the same time through a broadband broadcast communication line.

4. (currently amended) A method for generating entertainment data, comprising:

receiving terminal data from each of a plurality of entertainment terminal devices through a low-speed communication line;~~and~~

generating entertainment data including data necessary for each of the plurality of entertainment terminal devices to execute a predetermined entertainment process on the basis of the terminal data received from the plurality of entertainment terminal devices; and-

delivering the same entertainment data to each of the plurality of entertainment terminal devices at the same time through a broadband broadcast communication line.

5. (cancelled)

6. (currently amended) A specified entertainment terminal device, comprising:

means for selecting, from ~~common~~ the same data delivered to a plurality of entertainment terminal devices at the same time through a broadband broadcast communication line, data necessary for the specified entertainment terminal device to execute a predetermined entertainment process;

means for executing the predetermined entertainment process on the basis of the selected data and operation input data obtained from an operation terminal; and

means for transmitting data generated as a result of executing the predetermined entertainment process to a low-speed communication line.

7. (currently amended) A specified entertainment terminal device, comprising:

a unit for selecting, from ~~common~~ the same data delivered to a plurality of entertainment terminal devices at the same time through a broadband broadcast communication line, data

necessary for the specified entertainment terminal device to execute a predetermined entertainment process;

a unit for executing the predetermined entertainment process on the basis of the selected data and operation input data obtained from an operation terminal; and

a unit for transmitting data generated as a result of executing the predetermined entertainment process to a low-speed communication line.

8. (currently amended) A method for executing an entertainment process, comprising:

A¹ selecting, from ~~common~~the same data delivered to a plurality of entertainment terminal devices at the same time through a broadband broadcast communication line, data necessary for executing a predetermined entertainment process;

executing the predetermined entertainment process on the basis of the selected data and operation input data obtained from an operation terminal; and

transmitting data generated as a result of executing the predetermined entertainment process to a low-speed communication line.

9. (currently amended) An entertainment system, comprising:

a data delivery machine for delivering the same entertainment data at the same time to a plurality of entertainment terminal devices through a broadband broadcast communication line;

a plurality of entertainment terminal devices, each one of the entertainment terminal devices selecting, from ~~common~~the same entertainment data delivered from the data delivery machine ~~to the plurality of entertainment terminal devices at the same time through a broadband broadcast communication line,~~ data necessary for ~~the one of the~~ entertainment terminal devices to

execute a predetermined entertainment process on the basis of the selected data and operation input data obtained from an operation terminal, and then sending out terminal data generated as a result of executing the predetermined entertainment process to a low-speed communication line;

A¹ an entertainment data generation apparatus that receives the terminal data from the plurality of entertainment terminal devices through the low-speed communication line, ~~and then~~ generates entertainment data including data necessary for each one of the entertainment terminal devices to execute the predetermined entertainment process on the basis of the terminal data received from the plurality of entertainment terminal devices, and then transmits the generated entertainment data to the data delivery machine.

~~— a data delivery machine for delivering the entertainment data to the plurality of entertainment terminal devices at the same time through the broadband broadcast communication line.~~

10. (original) The system according to claim 9, wherein the data delivery machine includes a scrambling unit operable to scramble the entertainment data to be delivered.

11. (currently amended) The system according to claim 10, further comprising receivers for receiving the scrambled entertainment data from the data delivery machine, descrambling the scrambled entertainment data, and then sending the descrambled entertainment data to each one of the entertainment terminal devices.

12. (original) The system according to claim 11, wherein the data delivery machine demands payment from the users of each one of the entertainment terminal devices that received the descrambled entertainment data.

13. (currently amended) A storage medium storing therein a processing program to be executed on a computer, the

processing program comprising:

receiving terminal data from each of a plurality of entertainment terminal devices through a low-speed communication line;~~and~~

generating entertainment data including data necessary for each of the plurality of entertainment terminal devices to execute a predetermined entertainment process on the basis of the terminal data received from the plurality of entertainment terminal devices; and-

delivering the same entertainment data to each of the plurality of entertainment terminal devices at the same time through a broadband broadcast communication line.

14. (cancelled)

15. (currently amended) A storage medium storing therein a processing program to be executed on a computer for executing an entertainment process, the processing program comprising:

selecting, from ~~common~~ the same data delivered to a plurality of entertainment terminal devices at the same time through a broadband broadcast communication line, data necessary for executing a predetermined entertainment process;

executing the predetermined entertainment process on the basis of the selected data and operation input data obtained from an operation terminal; and

transmitting data generated as a result of executing the predetermined entertainment process to a low-speed communication line.

16. (new) A game data generation apparatus, comprising:

receiving means, having an interface for interfacing with a first communication line to which a plurality of game machines are connected, for receiving through the interface player data for each of a plurality of players generated in accordance with the execution of a game on a plurality of game machines; and

a game processing section for continuing the game on the basis of the player data received by the receiving means and for generating at least game data including player data for each of the plurality of players at the time the game is executed and identification data with which each game machine identifies game characters and objects in the game during the execution of the game.

17. (new) The game data generation apparatus according to claim 16, further comprising:

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a second interface for interfacing with a data delivery machine delivering data at the same time to a plurality of game machines through a second communication line having a broader band than the first communication line; and

transmitting means for transmitting the generated game data to the data delivery machine through the second interface.

18. (new) The game data generation apparatus according to claim 16, further comprising:

a game database for accumulating data of plural kinds of games;

a game management section for managing the data of each game accumulated in the game database; and

a player management section for managing at least data from each game machine participating in a game.

19. (new) The game data generation apparatus according to claim 17, further comprising:

a game database for accumulating data of plural kinds of games;

a game management section for managing the data of each game accumulated in the game database; and

a player management section for managing at least data from each game machine participating in a game.

20. (new) A method for generating game data, comprising:

receiving player data for each of a plurality of players generated in accordance with the execution of a game on a plurality of game machines; and

continuing the game on the basis of the received player data and generating at least game data including player data for each of the plurality of players at the time the game is executed and identification data with which each game machine identifies game characters and objects in the game during the execution of the game.

A¹ 21. (new) A game machine, comprising:

an extraction section for extracting identification data from game data transmitted at the same time to each of a plurality of game machines through a second communication line, the game data including player data for each of a plurality of players at the time a game is executed and identification data with which each game machine identifies game characters and objects in the game during the execution of the game;

a selection section for selecting game characters and objects necessary for the execution of the game from all of the data in the game based on the extracted identification data;

an operation terminal for operating at least the selected game characters and objects when a player executes the game;

an execution processing section for executing the game on the basis of at least the selected game characters and objects, data input from the operation terminal for operating the game characters and objects, and the player data; and

a data transmission processing section for transmitting player data generated in accordance with the execution of the game through a first communication line having a narrower band than the second communication line.

band
width

22. (new) A method for executing a game, comprising:

extracting identification data from game data transmitted

at the same time to each of a plurality of game machines through a second communication line, the game data including player data for each of a plurality of players at the time a game is executed and identification data with which each game machine identifies game characters and objects in the game during the execution of the game;

selecting game characters and objects necessary for the execution of the game from all of the data in the game based on the extracted identification data;

A¹ executing the game on the basis of at least the selected game characters and objects, data for operating the game characters and objects input by a player during the execution of the game, and the player data; and

transmitting player data generated in accordance with the execution of the game through a first communication line having a narrower band than the second communication line.

23. (new) An entertainment system, comprising:

a game machine for extracting identification data from game data transmitted at the same time to each of a plurality of game machines through a second communication line, the game data including player data for each of a plurality of players at the time a game is executed and identification data with which each game machine identifies game characters and objects in the game during the execution of the game, for selecting game characters and objects necessary for the execution of the game from all of the data in the game, for executing the game on the basis of the selected game characters and objects, data for operating the characters and objects input by a player during the execution of the game, and the player data, and for transmitting player data generated in accordance with the execution of the game through a first communication line having a narrower band than the second communication line;

A' a game data generation apparatus for receiving through the first communication line the player data for each of the plurality of players generated in accordance with the execution of the game on a plurality of game machines, for continuing the game on the basis of the received player data, and for generating at least game data including player data for each of the plurality of players at the time the game is executed and identification data with which each game machine identifies game characters and objects in the game during the execution of the game; and

a data delivery machine for delivering the generated game data to the plurality of game machines at the same time through the second communication line.

24. (new) The entertainment system according to claim 23, wherein the data delivery machine comprises scramble processing means for subjecting the generated game data time to a predetermined scramble processing prior to delivering the generated game data to the plurality of game machines.

25. (new) The entertainment system according to claim 24, further comprising:

a receiving apparatus for receiving the scrambled game data from the data delivery machine, for descrambling the scrambled game data and providing the descrambled game data to a game machine.

26. (new) The entertainment system according to claim 25, wherein the game data generation apparatus comprises entry fee calculation means for collecting fees from users of a game machine based upon the descrambling of the scrambled game data.

27. (new) A storage medium storing therein a game data generation program to be executed on a computer, the game data generation program comprising:

receiving player data for each of a plurality of players

generated in accordance with the execution of a game on a plurality of game machines, the player data being received through a first communication line; and

continuing the game on the basis of the received player data and generating at least game data including player data for each of the plurality of players at the time the game is executed and identification data with which each game machine identifies game characters and objects in the game during execution of the game.

A¹ 28. (new) The storage medium according to claim 27, wherein the program further comprises:

providing the game data to a data delivery machine that delivers data at the same time through a second communication line having a broader band than the first communication line.

29. (new) A storage medium storing therein a game execution program to be executed on a computer, the game execution program:

extracting identification data from game data transmitted at the same time to each of a plurality of game machines through a second communication line, the game data including player data for each of a plurality of players at the time a game is executed and identification data with which each game machine identifies game characters and objects in the game during the execution of the game;

selecting game characters and objects necessary for the execution of the game from all of the data in the game based on the extracted identification data;

executing the game on the basis of at least the selected game characters and objects, data for operating the game characters and objects input by a player during the execution of the game, and the player data; and

transmitting player data generated in accordance with the

execution of the game through a first communication line having a narrower band than the second communication line.

30. (new) A system for generating game data, comprising:
a processor operable to execute instructions; and
instructions, the instructions including:

receiving player data for each of a plurality of players generated in accordance with the execution of a game on a plurality of game machines, the player data being received through a first communication line; and

continuing the game on the basis of the received player data and generating at least game data including player data for each of the plurality of players at the time the game is executed and identification data with which each game machine identifies game characters and objects in the game during the execution of the game.

31. (new) The system according to claim 30, wherein the instructions further include providing the game data to a data delivery machine that delivers data at the same time through a second communication line having a broader band than the first communication line.

32. (new) A system for executing a game, comprising:
a processor operable to execute instructions; and
instructions, the instructions including:

extracting identification data from game data transmitted at the same time to each of a plurality of game machines through a second communication line, the game data including player data for each of a plurality of players at the time a game is executed and identification data with which each game machine identifies game characters and objects in the game during the execution of the game;

selecting game characters and objects necessary for the execution of the game from all the data in the game based on the

extracted identification data;

A¹ executing the game on the basis of at least the selected game characters and objects, the data for generating the selected game characters and objects input by a player during the execution of the game, and the player data; and

transmitting player data generated in accordance with the execution of the game through a first communication line having a narrower band than the second communication line.